

## **What Is Claimed Is:**

1. A game ticket, comprising
  - a substrate;
  - a game play area located on the substrate;
  - a customer key area located on the substrate;
  - a removable opaque covering applied to the substrate;
  - a first indicia visually indicating whether the game ticket is a winning ticket, the first indicia being located on the substrate within the game play area and concealed by the removable opaque covering; and
  - a second indicia visually indicating whether the game ticket is a winning ticket, the second indicia including
    - a first player key located on the substrate and concealed by the removable opaque covering; and
    - a second player key located on the substrate within the customer key area,
  - wherein whether the game ticket is a winning ticket is determinable using information from the first and second player keys in combination, but not determinable using only information from one of the first and second player keys.
2. The game ticket of claim 1, wherein the second player key by itself does not provide enough information to determine whether the game ticket is a winning ticket.
3. The game ticket of claim 1, wherein the first player key is located within the game play area.
4. The game ticket of claim 1, wherein the second player key is concealed by the removable opaque covering.
5. The game ticket of claim 1, wherein whether the game ticket is a winning ticket is determinable upon a comparison of the first and second player keys.

6. The game ticket of claim 1, wherein  
the game ticket is an instant-win lottery game ticket.
7. The game ticket of claim 1, wherein  
the removable opaque covering is a scratch-off layer.
8. The game ticket of claim 1, wherein  
the customer key area and the game play area are located separate and apart from one another on the substrate.
9. The game ticket of claim 1, wherein  
the customer key area is located at least partially within the game play area.
10. The game ticket of claim 1, wherein  
the customer key area is located entirely within the game play area.
11. The game ticket of claim 1, wherein  
at least one of the first and second player keys is a non-numeric and non-alphabetic symbol.
12. The game ticket of claim 1, wherein  
at least one of the first and second player keys is an alpha-numeric character.
13. The game ticket of claim 1, further comprising:  
a third area located on the substrate including a code to at least one of authenticate and validate the game ticket, the code being concealed by the removable opaque covering.

14. A book comprising:
- a plurality of game tickets, each having:
    - a substrate;
    - a game play area located on the substrate;
    - a customer key area located on the substrate;
    - a removable opaque covering applied to the substrate;
    - a first indicia visually indicating whether the game ticket is a winning ticket, the first indicia being located on the substrate within the game play area and concealed by the removable opaque covering;
    - and
    - a second indicia visually indicating whether the game ticket is a winning ticket, the second indicia including:
      - a first player key located on the substrate and concealed by the removable opaque covering; and
      - a second player key located on the substrate within the customer key area,
  - wherein whether the game ticket is a winning ticket is determinable using information from the first and second player keys in combination and a position of the first player key within the game play area cannot be determined prior to removal of the removable opaque covering.
15. The book of claim 14, wherein
- a position of the first player key within the game play area floats from game ticket to game ticket.
16. A method of playing a game of chance, comprising:
- removing an opaque covering from a game play area to reveal a first indicia visually indicating whether the game is a winning ticket;
  - removing an opaque covering and to reveal a first player key; and
  - using information from the first player key and a second player key to visually determine if the game ticket is a winning ticket.

17. The method of claim 16, further comprising:
  - removing an opaque covering from a customer key area to reveal the second player key; and
  - comparing the first player key with the second player key to visually determine if the game ticket is a winning ticket.
18. The method of claim 16, wherein
  - the game ticket is an instant-win lottery game ticket.
19. The method of claim 16, further comprising:
  - receiving a prize if the first player key matches the second player key.
20. The method of claim 16, further comprising:
  - tendering the game ticket for redemption of a prize.
21. The method of claim 16, further comprising:
  - removing an opaque covering from a third area of the game ticket to void the ticket.
22. A method for facilitating the play of a game, comprising:
  - providing a first player key in a first area of a game ticket;
  - providing a second player key in a second area of the game ticket,wherein whether the game ticket is a winning ticket is determinable upon visual examination of the first and second player keys and other indicia within a game play area of the game ticket;
  - concealing the first player key and the other indicia with a removable opaque coating; and
  - offering the game ticket for sale.
23. The method of claim 22, wherein the first area is located in within the game play area.

24. The method of claim 22, further comprising:  
concealing the second player key with the removable opaque coating.
25. The method of claim 22, wherein  
the game ticket is an instant-win lottery ticket.
26. The method of claim 22, wherein  
the removable opaque covering is a scratch-off coating.
27. The method of claim 22, wherein whether the game ticket is a winning ticket is determined by:  
removing the removable opaque coating of the game play area so that the first player key is exposed; and  
comparing the first player key with the second player key.
28. The method of claim 22, wherein  
the game ticket is a winning ticket if the first player key matches the second player key.
29. The method of claim 22, wherein  
at least one of the first and second player key is a non-numeric and non-alphabetic symbol.
30. The method of claim 22, wherein  
at least one of the first and second player key is an alpha-numeric character.
31. The method of claim 22, further comprising:  
providing a prize upon a tendering of a valid winning game ticket for redemption.

32. The method of claim 22, further comprising:

providing a code within a third area of the game ticket to at least one of authenticate and validate the game ticket, the code being concealed by the removable opaque coating.

33. An article of manufacture comprising a computer-readable medium having stored thereon instructions adapted to be executed by a processor, the instructions which, when executed, define a series of steps to be used to control a method for facilitating validation of a game ticket, the method comprising:

providing a ticket having a first and second indicia concealed by a removable opaque covering indicating whether the ticket is a winning ticket, the first indicia being located within a game play area and the second indicia including a first player key located within the game play area and a second player key located within a customer key area,

whether the game ticket is a winning ticket is determinable using information from the first and second player keys in combination.